The MilAtari Ltd. Edition

The Official Newsletter Of:

The Milwaukee Area Atari Users Group

VOL. VI NO. X NOVEMBER 1987 EST. 1981

MilAtari Dates:

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November Meeting:
Saturday Nov. 21st
12:00 Noon
UW-Milwaukee
Curtin Hall
Room 175

•

MilAtari Board Meeting
Sunday Nov. 28th
7:30pm
Shakey's Pizza
96th & National

•

December Meeting:
One week early!
Saturday, Dec. 12th
UW-Milwaukee
12:00 Noon

•

Partner ST from TimeWorks

Simply Fabulous!

Also inside: The latest on new developments for the 8-bit machines, a look inside a French user group, more BBS help from the SysOp, plus a whole slew of new additions to both PD Libraries!

From El Presidente

SIGs and Cookies and Disks! Oh My!

Yes Virginia, MilAtari Ltd. does have SIG's (Special Interest Groups or classes). The following are the current SIG's that MilAtari has running; 8-Bit Beginners, ST Beginners, C (programming), and GFA Basic(programming). I need to know if there are any 8-Bit people who would like Basic or Assembly programming classes. If I get enough people, I will try to get someone to teach the language.

Tom Bardenwerper, the 8-bit librarian, needs an assistant. If anybody is willing to give him a helping hand please give him a call (his number is on the back page) or talk to him at the next meeting. We also need a new public relations person. Because Tom took over the 8-bit library, he is no longer able to fill that spot. So, if you wish to try your hand at being the person in charge of public relations for MilAtari Ltd., please call one of the board members.

Due to membership response, the pricing of the club disks will remain at the "Sale" level indefinitely. The price will stay at $3.50 for ST disks and $2.50 for 8-Bit disks. These prices are subject to change if blank disk costs go up, but we would, of course, give notice of any price change prior to making them. As far as blank disk prices, they will be priced according to our cost with a very slight mark-up to cover handling.

The Christmas party this year will consist of two different contests. The first is going to be a "Midi-Maze" tournament. If you have an ST and are willing to bring it in please contact a board member. The second contest will be for the kids of the group, it will be a picture drawing contest with different age categories. I would like to ask the membership to please bring some cookies, cakes, etc., so we can try to make the Christmas party as big a success as the picnic was. I hope to see all of you at the next meeting. As always, we want to hear your suggestions on how we can make MilAtari better.

Bruce Welsch - President
MilAtari Ltd.

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MilAtari Update

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UWM • Curtin Hall • Room 175

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UWM • Curtin Hall • Room 175

In the December Issue of the Ltd. Edition: Gala Review Issue
Just in Time for Christmas, Featuring:

Atari Corp.'s SX212 Modem
Foresight Resources' Drafix1/ST
MichTron's Cornerman
Mindscape's Infiltrator
Navarone's TimeKeeper
Red Rat's Rocket Repairman
SubLogic's Flight Simulator Scenery Disks
and a lot more!

SIGnals

Your "Window" To MilAtari's ST Special Interest Group

October's meeting went really well - it was the first installment of the ST Beginner's SIG. There were about a dozen people in attendance, and topics of discussion included the following: Formatting a new disk; Single versus double-sided disks; "High capacity" formatting (extra tracks, extra sectors per track); File and Disk Manipulation from the GEM Desktop; Customizing the GEM Desktop (the DESKTOP.INF file).

I would like to make the following observation regarding the ST Beginner's SIG: It's great. Personally, I really enjoy helping people learn how computers work (I taught several semesters of an evening school micro-computer course at MATC a while back), and it was obvious during the session that just about everyone found out something they didn't know before. I heard at least one comment like "So THAT'S how it works...I've been trying to figure that out for MONTHS!!" As far as I'm concerned, the enthusiasm behind that statement made the session a success.

It might be a good idea if the techniques discussed in the "class" (as a few people called it) were somehow put on paper. I was thinking about mixing a series of desk-top images with step-by-step commentary depicting the "How-to's" of all those GEM-type things that all of us "experts" take for granted. (How about it MilAtari? Anybody out there want to lend a hand?

As the meeting broke up (well after 3:00 PM), I told everyone "go away for the next month, and when you're working with your machine and you've got a problem or question, write it down and bring it in next time - we can probably help you out real quick." I'm hoping everybody took that statement to heart. I won't know what people need and/or want unless they tell me.

Oh, yeah, before I forget. For those of you attending the ST Beginner's SIG in earnest (no, no - not Earnest, Texas ...), whatever you're working on; word processing, spread sheets, programming, etc., if you're having problems, bring your disks to the next meeting! We can probably find a solution to your problem, and, who knows? - maybe the next guy has the same problem.

Well, since I've just about run out of clever things to say at this time, I'll close with those (soon-to-be) immortal words: keep your SIGnals straight, and happy ATARIing...

Pete Podkowinski • ST-SIG Chairman

TimeWorks' Partner ST - Wow!

An ST Software Review by Jim Morales, Editor

Partner ST by TimeWorks
Desk Accesory based Productivity Package
Overall Ease of Use: Excellent
Overall Rating: Magnificent
Suggested Retail Price: $59.95

It's amazing sometimes just how carried away you can get sometimes. Faced with the prospect of writing an in-depth review of TimeWorks' new Partner ST, I girded my loins and set to work. Two hours later, and less than a third of the way into everything that Rich Dankert and I decided to cover, I realized I was well past three pages worth of 9 point Publishing Partner style layout! It was at that point that I realized that a whole new approach was necessary.

It's not so much that the individual elements of Partner ST are so fantastically unique. After all, address books, phone lists, expense reports, calculators, and calendar planners are hardly new items, even if they are GEM desk accessories. What sets Partner ST apart from the myriad of public domain semi-work-alikes, is the genuine genius behind the way in which these elements work together.

Consider if you will, the prime reason for anyone other than gamers owning a computer; organization. The organization and manipulation of data, regardless of type, is the cornerstone of productivity and I am more than pleased to report that for the everyday, business sort of things that need to be dealt with, Partner ST could well be the answer to your prayers.

If you will indulge a former salesman, imagine the following: A hectic day at the office, and the time has come to check with some clients. Ideally, I need to call the client, give him a quote on possible payments for his order, set up an appointment, check my schedule to make sure I'm free for the appointment, confirm the appointment, send out our promo material in advance of that appointment, and in the process; jot down a reminder to myself of the appointment and whip out a memo to the sales manager that I'll be out of the office the day of the appointment. Whew! And that's just for one client! A Herculean task? Not anymore! Without Partner ST, the above tasks would have taken who knows how long. With Partner ST, it becomes an absolute pleasure. Let's start at the beginning of that list:

Call the client: Partner ST has a full phone list/dialer function that works with your modem. The list itself allows for the standard names, address, phone, etc., and gives you the option of including a memo in the list and including an 'Index' under which to catalog each person. So, assuming I have Joe Client indexed under "HOT" for hot prospect, I simply search the phone list for "HOT", and all those names that look like winners are brought forth. From there it's a simple point and click, and the call is made. Partner ST tells me when it's done dialing, and I simply pick up phone. Talk about easy!

Quote payment: No sweat. Partner ST's full function, and I do mean "Full function", calculator includes an option to include several interest rates and time periods. All Joe Client has to give me is either an amount or a period of time, and Voila', instant payment! Of course, the whole calculation can be dumped to the printer as you're figuring if you want to double check your entries.

Set Appointment: Joe Client has next Wednesday open, but do I? Point and click on Planner/Calendar and a real live calendar appears on the screen with today's date highlighted. I click on next Wednesday, and see that I'm free after 10:00am. Joe Client says lunch at 12:30 looks good, but wants me to call him Wednesday morning to confirm. In the Daily screen that now confronts me, I type in "12:30PM Lunch - Joe Client" and on the next line: "10:00AM !Confirm Lunch Joe Client". The Planner will now not only remember both items, but if I'm working in a GEM based program other than Partner ST, or even if the computer is simply on and idle, it will send me audible alarm at 10AM Wednesday morning reminding me to make the call. Gee, I love this thing!

With that, Joe Client asks for our brochure and bids me a good afternoon. I zip back to the phone list, point to PRINT, and I now have the option of kicking out a mailing label, immediately! Well, I'd have to put them in the printer first, but you get the idea. In addition, I can print out all of Joe's information in 3 X 5 or Rolodex form as well. My choice.

With the mailing label knocked out, now it's time for that memo. I click on the "Memo Pad" and bingo! Instant memo! Of course, I can use it either in Typewriter mode where each line is sent to the printer at the end of a line, or wait until I'm all done and satisfied with the way it looks and print it all at once. Well, it's a short memo. I just need to tell the boss I'll be out of the office Wednesday, but darn, what's another word for "job"? You knew it was coming. Point and click on Thesaurus, type in job, and there's "project"! Partner ST boasts a 60,000 word Thesaurus, but it all fairness, it's not near as complete as the version in Word Writer ST. Then again, if you're in a real word bind, it sure is handy.

As you can see, in the space of a few minutes, I've handled all the mundane chores that normally consume the business person's most valuable asset; time. Now, all this power comes with a price. Partner ST, is one of the largest desk accessories you'll ever see. With everything loaded in, including the little stress reliever arcade game, it eats up over 230k of RAM. TimeWorks includes a smaller version on a separate disk that holds the Thesaurus, and it is moderately configurable, but they still take healthy chunk of memory. So much so that on a 520ST, don't even think of using a spreadsheet or database with Partner in memory. However, as any of you who have used your ST for business purposes already know, if you're not working with a full meg, you're costing yourself a lot of time.

There's a lot more to Partner ST than I have room for, and for this, my apologies to the folks at TimeWorks. This is one beautiful productivity package. The documentation is in the TimeWorks tradition of excellence, and their new "Quick Start Mini-Manual" will get you up and working in less than an hour. I only wish I had more room to talk about the "DOS" commands that Partner gives you access to, or go into how the Planner/Calendar function will keep track of not only your expenses, but the time you've spent on an individual project as well. Heck, I could spend a whole page on the calculator and it's financial and scientific functions! Not to mention the fact that it's one of the best looking calculators I've ever seen. Hey, if you've got to spend a lot of time with something, it might as well not be an eyesore! Darn! I haven't even mentioned that Partner ST gives you access to extended printer commands! See what I mean about getting carried away? Speaking of which, the "Escape" arcade game that's included is more or less a "Breakout!" clone. I'd forgotten how addiciting that game was! Oh well.

Bottom line: If you need to get organized, or are in business, get yourself a full megabyte of RAM and go buy this package. Period. I don't make that recommendation lightly. Partner ST is intuitive, it's aesthetically pleasing, it's functional, it works, and it's worth every last penny. It may not cure all your business headaches, but it will save you a great deal of wasted time and effort. My thanks to Rich Dankert for putting Partner ST through it's paces on a full meg machine, and for his insights into it's workings, and;

Thank you TimeWorks!

STATION INFORMATIQUE

Translated and Transcribed by George Caron

[The following is a condensed translation of a newsletter we just received from the STation Informatique, an Atari users club located at 33, rue Lermercier, Paris France 75017. You already have noticed the capitalized ST in STation, and the second word "Informatique" is a contraction for " Information Automatique", or news oriented data processing, in this case. Another contraction which will come later is "Dompub". You probably guessed that one too, it stands for "Domaine Publique", better known as Public domain to us. This cover letter precedes an editorial by Thierry Foulkes, the club's secretary.]

Paris, July 18, 1987

Dear Friends,

You will find enclosed our prospects of our user group called "STation Informatique". We started in February 1987, and we are now the first user group in France with already 110 members! Our club is situated in Paris, we are open every day from 12h to 19h.

We hope to get informations from you and we promise to keep you informed of our activities.

Sincerely yours,
Thierry Foulkes

"Atari is doing well. The ST sells 50,000 in France today against 25,000 last december. Software abounds, good one too! See: Signum, Stad, Superbase...) The number of dealers increases and the old ones refine their image and take better care of their clientele, some even offer educative seminars. In the media, Atari "busted the screen": dossiers, special editions, new magazines, not to mention ST Mag which couldn't do more with its Minitel* system. All is fine. OK. Bravo. But where does the Atari user stand in the middle of this? How to make the most of your ST without wasting too much time, or too much money? That is the user's problem. How does he find out the tricks and the indispensable short cuts, the new things, the errors to avoid, the bugs etc... This is why we founded the STation, barely 3 months ago, and the results are encouraging.

With the return of the first dues we opened an equipped and adapted club room in Paris (metro Place Clichy), open every day. A place for meetings and exchange of information. Regular and open forums are scheduled every day of the week. Do not hesitate to pay us a visit and participate in this endeavour aimed at:"the too often isolated user". In the US these user groups are numerous, organized and powerful. Some say it does not work too well in France because of this, because of that.. hum... hum... The service we offer and those to come, defy all competition... see for yourself. Free participation to all forums. Dompub at 30F ($4.85) each. Significant discounts on software. Special sale on the Star NL10. Freeware is not here yet, but the STation lets you consult most software on the market and take advantage of the tests conducted by those of us who know a little more. Your dues, 200F a year,($32.00) pay for the basic costs: rent, telephone and mail. Profits on services rendered allow for compensation to those helping in the daily running of the STation. Accurate accounting and good administration will let us live to fight for the needs and the best interests of the Atari user.

Atari reserves us some good news for September with its laser printers and the 2 and 4 Megas. We will be more than ever needing users' clubs spread everywhere Atari users are.. if they are to last! Our action depends on all of you.

Thanks for just being there.
T.F."

[The STation Informatique plans a national convention of all Atari users groups for 1988. The first preparatory meeting will be held on October 10th at the rue Lemercier club house. On the agenda: Clubs activities, Communications with manufacturers, distributors and with software editing companies. Communications with public authorities (city halls etc...) Communication with the press. International relations with W. Germany, USA, GB, Canada, etc. In another article, the Games critique chairman reviews the action games: "Goldrunner", "Metrocross" and "Prohibition".]

A report from the music chairman: "The Echoes of a Demo": The walls at the Boris Vlan hall couldn't believe "their ears"! A demonstration of MAO (Music Assisted by Ordinateur - Ordinateur is the French word for computer), was given on May 25th under the direction of the STation. Interested, curious and astonished spectators literally drunk the words of the SARO Informatique reps. They also had patronized the bar before. Clear and precise information on the PRO24 and the DX Droid, backed by a slide show, nailed down the astonishment of both neophytes and seasoned musicians alike. Beware musicians, the Atari ST will steal all your groupies, unless if you take advantage of our Thursday music forums at the STation.

[The STation also runs an ad offering a 20% discount on the Star NL10 printer. Blank disks and Dompub software are also offered. Books are also discounted and a library of "already read" is maintained. In another column, members are advertising hardware, peripherals and software for sale. (Their prices are mostly higher than ours) Also, attached to the newsletter is a list of the available public domain software (Dompub). We could eventually do some swapping under the heading of "cultural exchanges". although we already are familiar with most of the listed software.]

(*) Minitel,a giant hybrid modem, will be disclosed in a later issue.

Editor's note: Our profound thanks to Mr. George Caron for his tremendous help in adding an international flavor to our newsletter. It gives all of us a perspective that we can learn from, and were it not for his efforts, would be impossible to obtain.

Merci, Monsieur Caron, Merci!

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Its powerful features and ease of use makes Drafix 1 ideal for everyone from the hobbyist or student designing a simple room layout to the top design engineers at NASA.

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Although Drafix 1 is newly available for the Atari ST it's been around long enough to be described by PC Magazine and others as "The best CAD buy in town" with "Incredible performance for the price."

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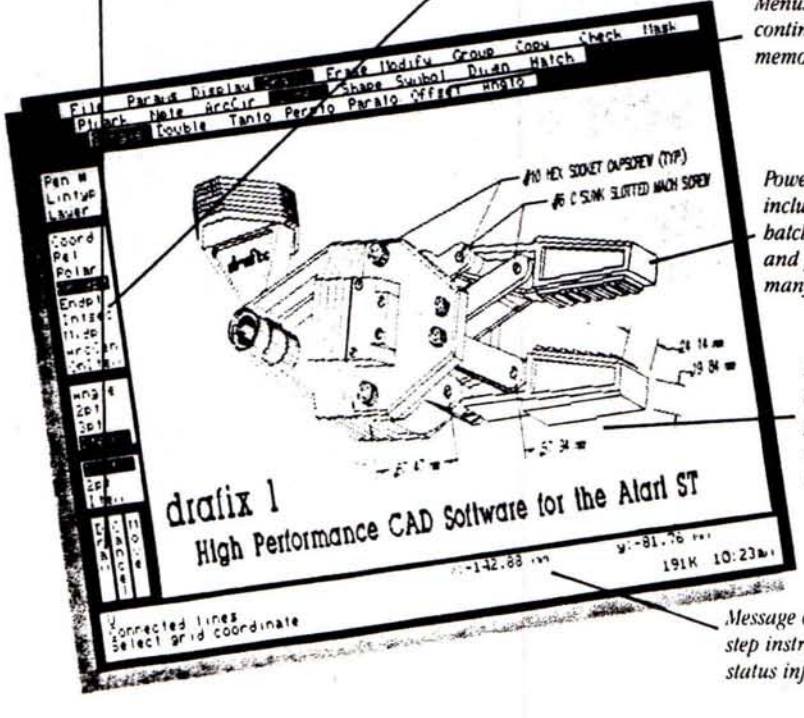

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Don't Write the Obituary Yet!

Amazing things in the works!

Reprinted from CLEVATARI Issue #73

Several new developments are happening for the 8 and 16-bit ATARI/ST computers which will have a profound impact on all of our futures.

SUPERSOFT, of Sudbury Ontario, is developing an IBM compatible cartridge for the 8-bit ATARI computers. The cartridge contains a special ROM/CPU that enables it to run both MS-DOS software and CP/M. Called "SUPER-CART", this piece of hardware, when inserted into the cartridge slot of an ATARI 130XE will allow such programs as LOTUS 1-2-3 and FLIGHT SIMULATOR for the PC to run perfectly. If additional memory is needed, another cartridge called "SUPER- RAM" hooks on top of SUPER-CART. This allows a 130XE to run GEM type windows. There is also a special cartridge for the 800 which gives it an additional 72K and internal software to mimic the 130XE. In order to use the SUPER-RAM cartridge in the 800, a ribbon cable is needed to connect the SUPER-CART cartridge to the SUPER-RAM cartridge to overcome the 800's closing hatch problem.

Another development by SUPERSOFT is a 8-bit to 16-bit emulator. A T-bar shaped cartridge installs into the cartridge slot of an XE. A small box is plugged into the back of the I/O port of a 1050, then connected with a cable to an ST disk drive. The result is the ability to run ST programs, like AEGIS ANIMATOR, on an 8-bit computer.

SUPERSOFT is awaiting permission from ATARI to release the emulator and iron out just a few small inefficiencies in the speed of operations software ROM. It will successfully emulate the blitter chip in the final version.

The best part is the price for all of this new hardware. SUPER-CART, SUPER-RAM and SUPER/ST-CART will each be priced at $99.

Remember Darek Mihocka? He's the 20 year old "whiz kid" from Canada who created an 8-bit emulator for the ST which uses an image of the "copyrighted" ATARI OPERATING SYSTEM. Well ATARI has finally decided to allow Mihocka to use their ATARI code in his emulator provided he publish the source code for his emulator. Some of the capabilities include; Sound, GTIA graphics, DOS menus, Joystick control and Player-Missile graphics. For more information read the June issue of COMPUTER SHOPPER pg. 142.

In Mechanicsburg PA., Steve Jones of JONESWARE, has developed an emulator to run 8-bit programs on an ST. A picture on a 8-bit takes about 45 seconds to load. Loading by the emulator into the ST takes about 120 seconds. Planned improvements should eventually reduce this loading time to approximately 60-70 seconds. At present the emulator still lacks sound or missile graphic capabilities. As reported by SPACE PROBES July 87 issue, "Development is continuing to speed up the emulator by using an optimizing routine to allow more efficient time. The present speed of operation is estimated to be 70% of a normal 8-bit computer.

Unlike Mihocka, Jones uses a cartridge emulator similar to the MAGIC SAC cartridge made by DATA PACIFIC (this avoids the problem Mihocka had with ATARI). Jone's emulator uses the operating system ROMs found in the particular system being emulated. You can expect to find this emulator available around Christmas of 87. The cost is estimated to be approximately $50 without the ROMs but does include all necessary hardware. Jones is also making available special cables to connect a 1050 drive or 850 interface to the RS232 port of the ST. It is planned that the emulator will also be capable of adapting mouse and midi operations.

Jones has also developed an emulator for the FRANKLIN (APPLE CLONE) computer and is working on a emulator for the COMMODORE computer. For more information write: JONESWARE PO Box 7037 Mechanicsburg PA 17055.

[Editor's Note: As of press time we were unable to confirm this information ourselves due to publishing constraints. However, as you might expect, we will be making every attempt not only to confirm this information ourselves, but to expand upon it as well. CLEVATARI has always been a reliable source and it is not our intention to suggest that this information is in any way inaccurate. However, given the rather astounding nature of these proposed developments, we felt it not only necessary to reprint this article, but to double check the information as well.

While the impact of these products, should they be brought to the marketplace, is unknown, I think it important to note the fact that this is a more than clear message to all the doom-sayers who have been suggesting for quite some time that the 8-bit Atari is on it's deathbed.

Again, for the record; MilAtari Ltd. has made the strongest committment possible to support both the 8-bit and ST lines. Under no circumstances will one be foresaken for the other. We encourage developers of both machines to keep us abreast of their activities and assure them the support of MilAtari Ltd. and all it's resources. Ed.]

MAYFAIR COMPUTERS

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STadel • Walk-Through IV

The Sysops Korner By Richard Dankert

This month I will cover some of the more 'less understood' commands that STadel allows. These are the commands that you might have read about in the SUMMARY help file, but were not sure just how to implement them, and if you did, and did not like the way that they worked, then how to get back to where you were before you made the changes.

The **SKIP** command.

Some of you may be asking "Why a Skip command"? Well, there are various reasons that a person may want to use this command. First off it's there, and secondly, it does come in handy if you have been some place on the system, and don't have the time to respond or maybe you're in a limited terminal program and don't have the luxury to save the contents to a buffer. This command will allow you to enter a room, and virtually read the entire message base in that room, then allows you the option to have STadel REMEMBER that room as if you were never there. In doing this, the entire contents of the room will remain new for the next time that you log onto the system. The command for this is exactly the same as the <G>oto command, except that you are using the <S>kip command. When you hit 'S', the system will move you to the next room with unread messages and leave the contents of the room that you have just skipped the same. You can of course add extensions to this command, just like the other's. .S roomname will do essentially the same, except it allows you the versatility to go to a room that you desire in place of the next room on the <G>oto circle. At the end of the circle, STadel will print out a list of rooms that you have SKIPPED and remark them as simply rooms with unread messages. You can then either use the <G>oto command to now goto these rooms, or logoff, and read the contents of the room the next time that you log on.

The 'Z' command.

Whats a 'Z' command you say? Well this is a very helpful command for those of you who do not wish to read all the messages in all the rooms. You may not have any interest in a particular room, or may simply want to make the visit to the system short, and read some of these rooms only occasionally. Well, then the 'Z' command is for you. This command will allow you to 'FORGET' any room that is on the system. This will help when you use the .RGN (.Read Global New) command, as this will allow you to use this command and not be bothered by rooms that you really have no interest in.

To use the 'Z' command simply type a 'Z', when you enter a room that you want to forget about, at least for the time being. STadel will then ask you to confirm your choice. At this time you have to option to say 'Y' for yes, lets forget this room, or 'N' for no, I do not wish to forget this room at this time. After you have used the 'Z' command, the room will no longer become available in the <G>oto command. When you log off, the configuration will be saved to your place in the table and you will no longer have to remember to forget about a room again.

Now you say "But what if I want the room to act normally again? How do I get it back?". Well, STadel has a provision to do this. All you have to do is at *any room prompt, type a '.Z' (that's period 'Z') and STadel will respond with a list of all forgotten rooms. You can then .<G>oto roomname (period Groomanme) any one of the forgotten rooms. One thing to remember though. If you .<G>oto any forgotten room, you must leave with the 'Z' command, else the room will again return to your 'Known rooms' list.

Also, there is another way to undo the 'Z' command for forgetting a room. This is the .Ungoto roomname command(thats period U roomname). To use this command, simply use the '.Z' command from any room prompt. STadel will respond with the list of forgotten rooms. Then type .U roomname, (period U roomname) and STadel will take you to that room passing all other rooms that may have unread messages, opting to your command to go directly to that room. Then you can either <S>kip the room for the time being, read the messages and <G>oto next room with unread messages, or 'Z' (forget) the room again. The room from this time on, will then act like any other room on the system, restoring the room that you decided to un-forget and returning it to your 'Known rooms' list.

The '**Hold**' Option

One more thing that I wold like to discuss here, and this is relative to the <E>nter message command list. This is the list that you will get after you have entered your message, and have hit return on a blank line. You will see the 'cmd' prompt. If you were to type a '?' at this time, STadel will bring to you a list of options: Abort, Continue, Hold, Save. The command in question is the 'H'old message option. With this option, you are able to HOLD the message that you have typed in. This is used if you are entering a message and decide that you want the message to be entered into another room instead of the room that you are in. What you do is simply type 'H' for hold in place of 'A' for abort or 'S' for save. What will happen is that STadel will place the message in a temporary buffer within the system. You can then continue to use the system as usual, even write another message. You will not be able to hold more than one message at a time though. When you are ready to have the message <E>ntered simply <G>oto the room that you desire the message to be placed in, and type .EH (period E H) for enter held message. STadel will then place the message in the room, and you can apply any of the regular options as you would for any other message entered. You can even 'H'old the message again, if you are collecting information on the way, and simply repeat the process.

Well, I hope that this series of articles will help you to utilize STadel more effectively. What's to come are even more options in the newer version 3.1b. I'll wait on those options until we have the new program on line and operational.

Till next month...Keep the faith...

The Sysop...

November ST PD Library Additions

DISK # 126 **UTILITY**

DCFORMAT: DC Format Version 2.2 - Format 1 or 2 sides, 80 or 82 tracks, 9 or 10 sectors per track. Can also format disks for Magic Sac or MS Dos (IBM) boot disks. Color and monochrome versions included.

DIRECT: AMP Hard Disk Directory - Checks hard disk, floppy, and ram drive directories with single key press of function keys. Copies files, prints directories, and does other disk maintenance functions.

DISKMECH: Analyzer/Archiver/Editor. Analyze format of disk or of particular sectors and tracks on the disk. Copy particular sectors or tracks or make extended copy. Edit format or sectors.

PRNTSHEL: ST Printer Shell Version 1.31 - More than 2 dozen printer commands you can set before printing a file. Set print types, margins, line spacing, etc.

RAMCOPY: Copies programs automatically to ramdisk on bootup. Supports multiple ramdisks and copies files from root directory or any folder on the disk.

SUPRBOOT: Super Boot - Chose which accessory to load in, what desktop.inf file to use (i.e. you can have several on the disk with different resolutions, etc.), which programs in the Auto folder to run, whether write verify is off or on, and whether to set time and date. Works on color or monochrome monitors.

DISK # 127 **ACCESSORY DISK**

EXPANDER: Expander Version 1.1 - Makes extended format disk.

EZFRMT27: Simple to use disk formatter accessory - Formats 1 or 2 sides, 80 to 83 tracks, 9 or 10 sectors per track.

FAST DISK: Fast Disk Version 2.2 - Instructions appear to be French. Anyone out there able to translate?

FORMAT11: 11 Sector/Track Format Version 1.4 - Formats 11 sectors per track.

GEMDISK: GEM-Term - Modem program as an accessory.

GOODIES: Accessory for setting ramdisk, printing directories, setting time & date, backing up disk, undeleting files, and copying files. You would therefore be able to do these things from within an application, such as a word processor.

HYPERDOS: New Art Hyper Dos - Fast formatter.

IBMTTY: IBM Block Terminal.

MELT: "Gag-type" accessory - See screen meltt before your eyes.

MOST: Read data in any type of file.

PRTRSET: Printer Set Accessory - Set several attributes of Epson or compatible printer. C source code included.

SA: Super Accessory III - Accessory which formats disk, copies sectors, copies tracks, test disk format, turns verify off and on and sets ramdisk.

SCRAMBLE: Encodes or "scrambles" data on disk so that only you can access it with a password.

SPEEDTOS: Fast formatter.

STARTCAL: Scientific calculator as an accessory.

STDOCTOR: Memory, disk, and key editor.

WRDCOUNT: Counts words in a document.

DISK # 128 **GAME DISK**

CHIPGAME: Move around inside a computer in this educational game.

FUMBLER: Hit correct keys quickly to avoid disaster. Game helps people learn keyboard.

REVENGE: Revenge of the Snafux. Move quickly to avoid annihilation in this 20 level, fast-paced game.

SPACEWAR: Space War Version 3.0 - A 2-player arcade game familiar to oldtimer 8-bit Atarians. Two ships shoot at one another. Features gravity wells, open and closed universes, etc. Works in color and monochrome.

STATES: Name the states educational game.

STINVADE: ST Invaders - Fast-paced, colorful arcade game.

SUPERIM: Super Simon - Computerized Simon Says game - Click on colored boxes in the same order as Simon. Select 4, 6, or 9 colors, and 8, 16, 21, 31, or 100 turns.

DISK # 129 **MONOCHROME GAME DISK**

This disk contains 4 games that run on mono monitors:

MUNCHERS: A monochrome Pacman game.

NUMNAB: Number Madness - A guess-the number game.

MONOPOOL: A computerized pool game.

PUZZLE: Puzzlepuzzle - The puzzle is a kind of labyrinth in which you can move forward by completing a puzzle. You select the pieces from a row of them surrounding the screen. Picture puzzle freaks will love this one.

DISK # 130 **TINY PICS**

A disk full of clip art designed for Publishing Partner. Clip art themes are holidays throughout the year, Disney characters, animals, and other cartoon characters.

SALE PRICES CONTINUED

The MilAtari Board of Directors has voted to continue our sale price of $3.50 per disk the we had the last 2 meetings, since we have done so well with it. They will now become, as they say, our "everyday low prices". This is made possible by your overwhelming support of the club's public domain libraries. We should be able to maintain these prices for some time, barring a significant increase in the price of blank disks, with your continued support.

CATALOG DISK GOES ON SALE

The long-awaited catalog disk has been completed and will go on sale in November. I'm calling it the MilAtari Catalog-on-a-Disk. Clever, Huh! What you get is basically descriptions for each disk in the library such as those above for our new disks. As in anything, some may be more enlightening than others. However, especially for new owners of the ST computers, the catalog should prove far more enlightening as to the content of the library than a mere list of the programs.

(continued next page)

ST PD News(cont.)

The catalog is not meant as a replacement for the library disk, but is meant to compliment it. The library disk set is 2 disks which give by-disk and alphabetical listings of the folders and files contained on each disk in the library. It is meant to be like the card catalog drawers at the library, in that it can help you locate a particular program. There are only so many ways to name a label program, a formatter, or many of the other programs we find so useful and of which we have so many versions. If you have want to know whether a program being offered on a disk is different from what you have now, a comparison of the file names and sizes would be one way to tell.

The catalog disk on the other hand, essentially tells you if the programs might appeal to you. They are meant to work in conjunction with each other. The club is therefore offering them as a package deal. The catalog disk and the library disk set are available for $3.50 each, or they can be purchased together for $6. I strongly recommend the package be purchased by those who regularly buy club disks. Although I plan to have at least one copy of the catalog and the library disk at the table, knowing before you get to the front of the line, or at least about what you wish to ask questions, will save you much time and aggravation, as well as letting others get there more quickly. Buy the package and scan it at your leisure.

LIBRARY DISK UPDATED

The library disk set was updated this month, and is now current through disk 125. If you did not purchase yours at the last meeting, it needs updating. We will exchange it with an updated set, or recopy the updated disk onto your disks for a $1 copying fee. You must, however, bring the original disks with the MilAtari logo on them to the meeting to take advantage of this offer.

ASST ST PUBLIC DOMAIN LIBRARIAN APPOINTED

Michelle Gross, the lady who has been doing such a fine job at giving demos at the club meetings, has been formally designated as Assistant ST Public Domain Librarian. This was done in recognition of her already expanded role in the club, as well as recognition of my need for additional help. To think I used to be both 8-bit and ST Librarian once-upon-a-time! In addition to giving demos, Michelle has been distributing the promotional disks to local computer stores, and she will shortly be helping me produce them, as the demand for them has exceeded our fondest expectations. We now hope to be able to serve you even better in the future. As any of you who know me are aware, due to the large amount of software that passes through my hands, I often do not gain an in-depth knowledge of them. Michelle often does as part of her preparation for the demos. She has therefore volunteered to take calls regarding how a particular program works. Welcome aboard Michelle!

Dennis Wilson
ST Public Domain Librarian

8-Bit PD Update

ATARI 8-BIT ALIVE AND WELL

The Atari 8 bit computer is alive and well, as well as thriving in MilAtari! To back up this bold statment I am proud to announce that a new record volume of disks were sold at the October meeting. **69!** Thats sixty nine individual disks sold, programs that date to being released back in 1982 all the way thru to our newest releases.(I guess that must say somthing about consistent program quality) Speaking of which leads me into the new November disks.

The following disks are in our "SPECIAL" library disk catagory under their respective titles.

DOS 4.0: This DOS runs single sided, double sided, single and double density drives and consists of three main "sub programs". File managment system(FMS) is compatible with DOS 2.0 & 3.0,it handles all the input/output commands and remains in memory at all times. Command processor(CP) displays a menu of all files on a disk and can run them with a single keystroke! Disk utility package(DUP)handles all the file manipulations:Copying, locking, unlocking, renaming etc.

One of the nicest features of DOS 4.0 is it's extensive "on line help system". Simply stated, full documentation to answer all your questions regarding the system.

FIX-XL:Finally,along comes a translator disk that promises to run "ALL" those old Atari 400 & 800 programs. I have tried many programs written for the 400/800 series machines and have not had any problems. (Just for the record I personally can not guarantee you the same results)

ATARI MAGIC SLIDE SHOW: This one's a keeper! A fantastic demonstration of the power of Atari graphics. Presented in a slide show fashion, this disk features over one dozen high resolution pictures sure to keep you "oooohing & ahhhhing" for some time to come!

Speaking of "oooohing & ahhhhing", as with our ST friends, the MilAtari Board of Directors has voted to continue our special $2.50 sale price on 8-bit PD library disks for as long as possible, market conditions permitting. Yet another reason that the 8-bit Atari is alive and well!!

That's all for this month. I would like to give a tremendous thanks to all our members who attended the October meeting and especially those of you who helped support our club by purchasing club disks.

THANK YOU!!!

Tom Bardenwerper
8-Bit Public Domain Librarian

The MilAtari Ltd. Edition

User Group & Newsletter Information

MilAtari Ltd.
The Milwaukee Area Atari User's Group

MilAtari Ltd is an independent user education group which is not affiliated with Atari Corp. The newsletter MilAtari Ltd. Edition, is the official publication of MilAtari Ltd., and is intended for the education of its members, as well as for the dissemination of information regarding Atari computer products and related merchandise.

MilAtari membership is open to individuals and families who are interested in using and programming Atari and other types of computers. Membership includes a subscription to this newsletter and access to the club libraries. Annual membership is $20.00 for individuals or $25.00 per family.

MilAtari Ltd. also operates a 24 hour electronic bulletin board service. This service is available to all computer users at no charge and is for the sole purpose of exchanging information and public domain programs for Atari personal computers. MilAtari Ltd. maintains a strong anti-piracy policy with regards to computer software. The BBS functions at 300/1200 baud and can be reached at (414) 781-5710.

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MilAtari Ltd. Edition Advertising Rates

This newsletter will accept camera-ready, pre-paid advertising copy from anyone supplying goods and services that may be of interest to the membership of MilAtari Ltd.

COMMERCIAL RATES

AD SIZE	COST(US$)
Full Page	$ 37.50
Half page	$ 20.00
Quarter Page	$ 12.50
Business Card	$ 5.00

MilAtari Ltd. members whose dues are current may place classified advertisements at no charge.
Advertisement Deadline: 25th of the month.

Submission Policy

Contributions of articles are always welcome. Quite frankly, we thrive on them! Articles may be submitted on 8-bit or ST diskette or in typewritten form in care of the MilAtari mailing address on the back cover of this newsletter. Articles may also be uploaded in ASCII file form to the MilAtari Ltd. BBS via modem. **All submissions must be received by the 25th of the month.**

Now, we wouldn't ask you to do something for nothing, so it is the policy of MilAtari Ltd. that the authors of articles actually published in this newsletter may select one disk of their choice form either of the club's public domain libraries. You may claim your disk after actual publication of the newsletter and arrange for obtaining it by contacting the appropriate librarian listed in the column to the left. The above applies to club members only.

You will also have our undying thanks!

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